



# ENVY

A Savage Worlds One Sheet™ By Dave Blewer & Kevin Anderson  
for use with Deadlands™ or as a Western diversion



The posse are caught in the middle of a deadly case of sibling rivalry.

Use the Deadlands characters found on our Savage Website [www.peginc.com](http://www.peginc.com) or make your own.

## FLAMES IN THE NIGHT

One night, out on the plains, the hero on watch spots a fire several miles away. Something large, maybe a homestead, is aight.

Arriving on the scene, the posse finds a family home well ablaze and is certainly doomed. A woman's screams come from within. A man and a small boy lie unconscious outside the burning building.

## SIBLING RIVALRY

Bill Sandhere was only born minutes after his brother James, but it might as well have been years. Whatever Bill did, it seemed that James had either already done it or went on to do it much better. James excelled with his schooling and proved to be a much better rancher. Girls who showed an interest in Bill soon fell for the more charismatic James. Even their mother played favorites.

Bill grew up resenting his brother and vowed to show him up. Bill's plan was to become a big shot, then return to rub his brother's face in his success. Unfortunately fate had other plans.

A year ago Bill was ambushed out on the plains by a gang of desperadoes. The gang tortured him to death, just for laughs. Such

was Bill's agony before his death that he drew manitous to his corpse like flies.

Sensing his bitterness, one manitou raised the twin from the dead. Once Harrowed, Bill hunted down his murderers, one by one, killed them and then raised them as zombies. Then, he turned his attentions to the one he *really* hated, his brother.

Harrowed Bill and his undead minions have spent the last week spying on James Sandhere and his family. They have pretty much gone undiscovered, although a few days ago the boy, Connor, spotted what he thought was his dad creeping away into an empty cave in the creek about a quarter of a mile from the farmstead.

Bill decided to strike. His plan was to have his gang set fire to his brother's house driving the family out into the night. Then, he'd prove who's best. But James was over-come by the smoke getting Connor out of the house, and now the posse has showed up. Looks like Bill's plan is coming apart.

## INTO THE FIRE

James Sandhere's wife, Caroline, is trapped in the bedroom. To rescue her, the posse must brave the choking smoke, requiring a Vigor roll. Failure means the hero takes a level of Fatigue—suffering a -1 to all rolls until they get outside and spend ten minutes recovering. In addition, they have to fight their way through the burning building, which requires a successful Agility roll or they take 2d8 damage.

Caroline Sandhere has been trapped by the flames, she is close to being overcome by the smoke. Her rescuers must convince the poor woman to follow them out with either an Intimidation or

Persuasion roll. They can either fight their way back through the flames (requiring another Agility roll) or just throw themselves through the bedroom window and escape the fire. Once they are back outside, they find Bill Sandhere's "boys" waiting.

## SHOTS FROM THE DARK

Bill saw the posse enter the burning home and sent his zombies to deal with them. He and the zombies open fire on the posse from the cover of darkness, giving those who target them a -2 penalty on their attacks. The posse are backlit by the flames, so do not enjoy any such cover.

If half his zombies are killed, Bill leaves the remaining creatures to finish the fight and retreats to the cave carrying Jim—still unconscious. A successful Notice roll spots that the two look very similar.

Once the fight is finished, the heroes should take the time to ensure Connor and his mother are safe and well after the ordeal. They can learn the whereabouts of the cave from Connor, who begs them to rescue his dad. If they mention the similarity between the man and his kidnapper, a shocked Caroline relates the tale of her husband and his brother. She too implores the heroes to rescue James.

If they don't ask Connor, or use Tracking to follow Bill to the cave, they can hear the captive's screams as the jealous brother exacts his bitter revenge. Upon reaching the cave, a successful Staelth roll is required to approach without being heard.

Bill is intent on hurting his brother, and if the heroes don't intervene, James will surely die.

## AFTERMATH

James Sandhere, if he survives the night, is shocked by what became of his brother. He was aware of their rivalry, but didn't realize his twin's hatred was strong enough to bring him back from the dead—just another family tragedy in the Weird West!



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### WALKIN' DEAD (1 PER POSSE MEMBER)

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4, Shooting d6, Throwing d6

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Gear:** Colt Peacemaker (12/24/48, 2d6+1, Shots 6, AP 1)

**Special Abilities:**

- **Claws:** d6+d4.
- **Fearless:** Walkin' dead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to a walkin' dead's head are +2 damage, and piercing attacks do normal damage.



### BILL SANDHERE

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

**Skills:** Fighting d6, Intimidation d6, Notice d6, Shooting d8, Stealth d8, Taunt d6

**Charisma:** -4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

**Hindrances:** Mean, Ugly (a horribly vivid scar bisects his left eye), Vengeful

**Edges:** Strong Willed

**Gear:** Colt Peacemaker (12/24/48, 2d6+1, Shots 6, AP 1)

**Special Abilities:**

**Claws:** d8+d6

**Harrowed:** Only a headshot permanently kills a harrowed.

### JAMES SANDHERE

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Knowledge (Ranching) d8, Notice d6, Shooting d6

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

**Edges:** Brawny

**Gear:** None

### CAROLINE SANDHERE

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Knowledge (Ranching) d8, Notice d6, Shooting d4

**Charisma:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges:** Attractive

**Gear:** None

### CONNOR SANDHERE

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d4, Knowledge (Ranching) d4, Notice d6, Shooting d4

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

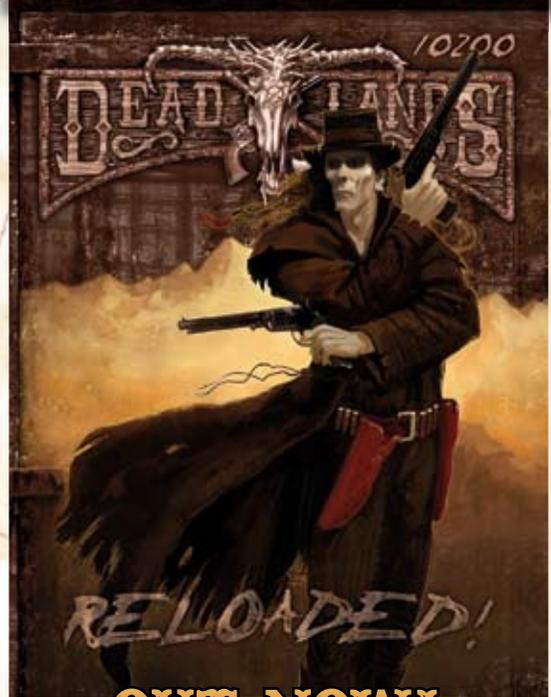
**Hindrances:** Young

**Edges:** Alertness

**Gear:** None

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[www.deadlands.com](http://www.deadlands.com)

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With a One Sheet, the Test Drive rules, and a fist full o' characters, you can get a flavor of the weird west. We think you'll get a taste for it!

And keep checking back for more One Sheets for our savage worlds settings.